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Title: Biographies

Author:  
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## Biographies

Adaus (Atlantic) -  
Elemental Lord of Poison.  
Fought with other  
elemental Lords and  
Ladies in Vesper over  
who was the strongest.

Anvasflan (Atlantic) -  
Water essence summoned  
by adventurers in  
Destard(Trammel.) The  
instructions to summon  
him were found in a tome  
translated by Verity  
Jerison.

Armstrong (Atlantic) -  
Tavernkeeper at the The  
Barnacle in Minoc(Felucca.)  
Sent players off to find  
his missing daughter. His  
daughter was not found  
with in Esteban's company  
and is presumed dead.

Azhug (Atlantic, deceased)  
- Cove(Felucca) orc  
leader. Led the Cove  
Orcs in a strategic  
uprising. Was killed by  
the player Auren Therion,  
Mayor of Britain.

Claudia Raym (Atlantic) -  
Tamer raised by dragons,  
had an affinity for  
animals and their control.  
Lived in a Cave near the  
Dungeon Wrong.

Daelia Ironhand (Atlantic)  
- Skilled healer and  
alchemist. Runs the Deep  
Forest Healing southeast

of Yew and is the  
daughter of Gregory.  
Found healing properties  
in strange plants that  
were discovered.

Deckard Marner (Atlantic)  
- Grandmaster Warrior.  
Runs the New World  
Order Adventurer's Hall in  
Minoc(Trammel.)

Dynarra Raeven (Atlantic)  
- Ranger and Tailor.

Esteban (Atlantic)  
- Infamous mage banished  
from Minoc(Felucca)  
though to be with  
Armstrong's daughter who  
was enamored with him.  
Adventurers found him in  
the mines north of Minoc.

Ferix (Atlantic) -  
Elemental Lady of Blood.  
Fought with other  
elemental Lords and  
Ladies in Vesper over  
who was the strongest.

Finlay (Atlantic) - Mage  
of the Wind Council of  
Mages. Thought to have  
an artifact that will help  
to kill Tilf and Gilf.

Sergeant Grant Feist  
(Atlantic) - Master  
Warrior. Leads the town  
guards of Minoc(Trammel.)

Fremont (Atlantic) - A  
Skara Brae farmer who's  
crops have been  
rotting(Trammel.)

Gregory Ironhand  
(Atlantic) - Tinker who  
lives in a house outside  
of Skara Brae(Felucca.) Is  
the current owner of the  
Sword of Sacrifice,  
received from Lady Liane  
as part of a deal. Folks  
would help her defeat  
Xerot the Illusionist, and  
in exchange she would

return the sword to human hands. Gregory was chosen (by players, no less) to be its protector.

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Lady Ishmael (Atlantic) - A yellow lady Liche often seen in Caina(felucca) meeting with the Shadow Conclave.

Jordan Cromwell (Atlantic) - An archeologist that seeks rare artifacts, particularly those of maritime nature. Lives in a manor home on the northern coast of Nujel'm.

Kaethen (Atlantic) - A friend of Rolf the Paladin who was seeking help in recovering a tome.

Lord Kaiston (Atlantic) - Treated in the Skara Brae Healers for lunacy, was released and caused havoc on the Skara Brae farmlands with his followers before adventurers brought them all to death. His apprentices body was never found and believed to return.

Kelly (Atlantic) - Apprentice healer to Daelia Ironhand. Works in the Deep Forest Healing

southeast of Yew.

Kraltch (Atlantic) - An  
imp of the Daemon  
Nostur'yl. Aided Nostur'yl  
in the search for the  
obsidian posts.

Lady Liane (Atlantic) -  
Red Ancient Wyrn that  
can shape shift into a  
women in a red dress.  
Temporary owner of the  
Sword of Sacrafice.  
Plucked the sword from  
the body of the thief  
Breiswight, whom tried to  
use it to kill her, in a  
chance encounter.

Louis Cantern (Atlantic) -  
Alchemist, fearful of  
something he'd done to  
anger his uncle Lord  
Ascre, captured by  
spiders in Yew(Felucca)  
and held captive in their  
webs with their nests in  
the Yew Mill. Escaped and  
led adventurers back to  
the mill to clear out the  
renewed spider infestation.

Lupov Thagrad (Atlantic) -  
Man first sought by  
Nostur'yl because he held  
one of his gems.

Maximiliano (Atlantic) - A  
gypsy chieften spoken of  
by Anvasflan the watter  
essence

Nostur'yl (Atlantic) -  
Deamon, resided in Statue  
form out front of the  
Hungry Halfling in  
Rivendell but was moved  
to the Vesper  
Museum(Felucca.) Was  
known to take human  
mage form from time to  
time and was interested  
in Gems and Obsidion  
posts.

Patterson (Atlantic,

deceased) - Alchemist consulting with Fremont, a Skara Brae farmer who's crops have been rotting(Trammel.) While investigating the field Patterson was deadly poisoned and passed away.

Philip (Atlantic) - Master Scout, Miner and Lockpicker. Philip requested the help of adventurer's in the Hungry Halfling(Felucca) to locate a his uncle's treasure. The greed-curse that was on him was lifted with the discovery of the treasure

Pralox (Atlantic) - Elemental Lord of Fire. Fought with other elemental Lords and Ladies in Vesper over who was the strongest.

Rathgith (Atlantic) - A mage servant of Nostur'yl aided the Daemon by raising the final Obsidian post from its watery haven where Lady Liane had placed it for safe-keeping. Used the Spell of Binding on Nostur'yl to turn him into a statue outside the Hungry Halfling(Felucca.) Made his body available for the resurrection of the Oracle.

Red-cloak Assassins (Atlantic) - A group of Assassins that wore Red-cloaks. These assassins are still being sighted.

Rian (Atlantic) - Named by humans, a tan Wyrn that can shape shift into a child in a tan clothes. Son of Lady Liane

Rolf (Atlantic) - A Paladin seeking help in

recovering a tome.

Russ (Atlantic) - A young man claiming to be a spy for the local Britain Guard. He requested aid in clearing the Brigands and Orcs from the Brigand Fort.

Octavia (Atlantic) - White widow spider seemed to be queen of the renewed spider horde that resided in the Yew Mill(Felucca.) Last seen escaping the Mill.

Spencer (Atlantic) - Red-robed Sage of Cove(Felucca.) Sought help in stifling the Orc uprising with their new leader, Azhug, near Cove. Anvasflan the water essence said Spencer was needed to find the mage cult leader.